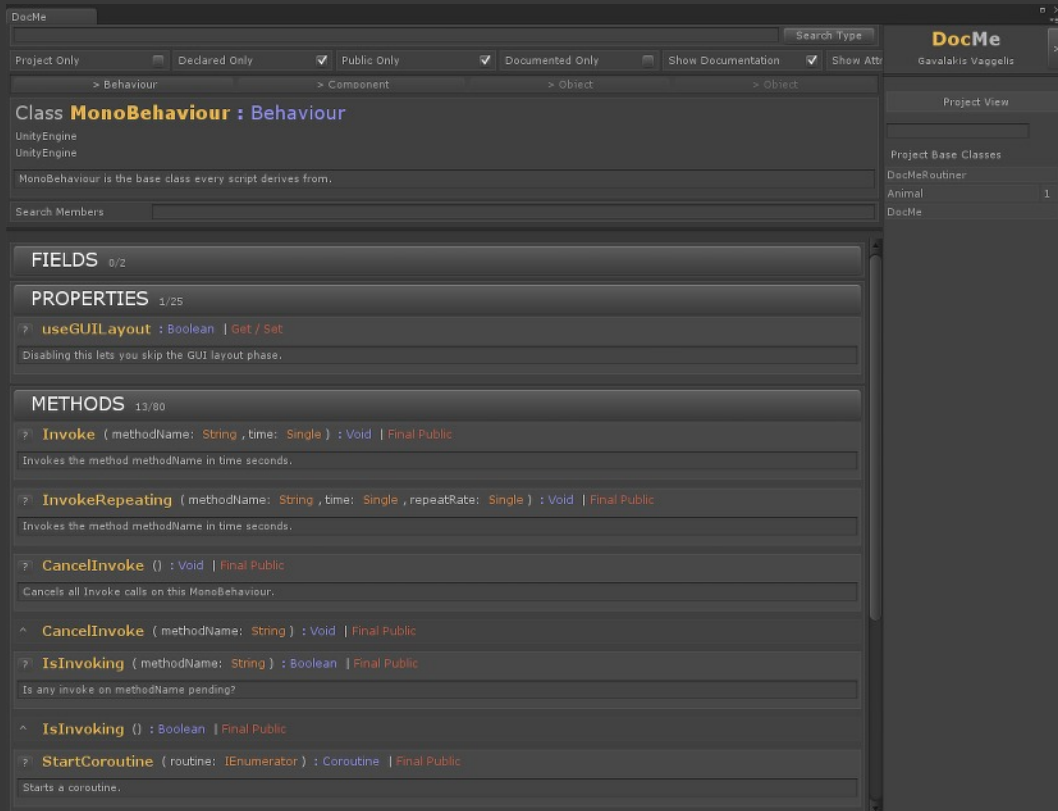


DocMe

DocMe is a reflection based code reference and project documentation tool. To open DocMe simply go to: Window/DocMe in the unity menu. The window will show by default on the MonoBehaviour class

General



If you are connected to the net, you will see a log on the top “Fetching Documentation...”. As soon as that is done, all the members of MonoBehaviour that do have documentation on the official unity website, will fill with that documentation as well as show a button “?” at the left of the entry which is a link to the official unity documentation. The same thing will happen for all Unity types.

You can click on either Fields, Properties or Methods big buttons to open or close the list respectively.

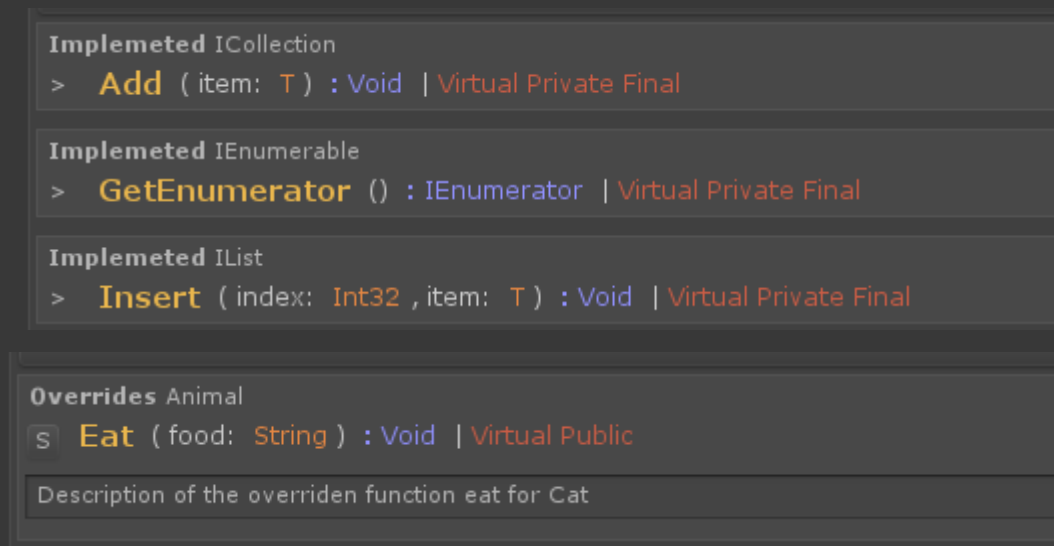
Within member entries all Types are clickable. Clicking on any type (either a Return or Method Parameter for example), will go to that type. When changing Types, there might be a bit of a lag while fetching and parsing the documentation if any. After a type has been viewed, it is cached and the lag will go away.

If you don’t have “Declared Only” filter on, inherited members will also show just after a separator within each list. Inherited members also read from which type they are inherited from on the far right of the entry

Regarding methods, if a method is overloaded, only one version of it will show documentation comments, while the rest will be show a bit faded out as well as with a “^” symbol on the left of the method entry



Other info on member entries include if it's an implementation of an interface or an override like so

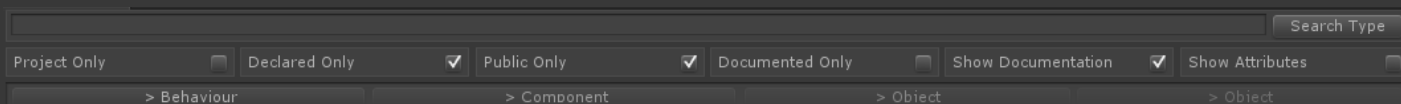


If the Type inspected is a type that has source code in your project, you are able to open your script at the declaration of any of the members listed by clicking the “S” icon right at the left of the entry, at the same spot that Unity Types show the “?” Button for the link to the web documentation!

Please remember to set your External Editor Args in the Unity Preferences

<http://docs.unity3d.com/Documentation/Manual/Preferences.html>

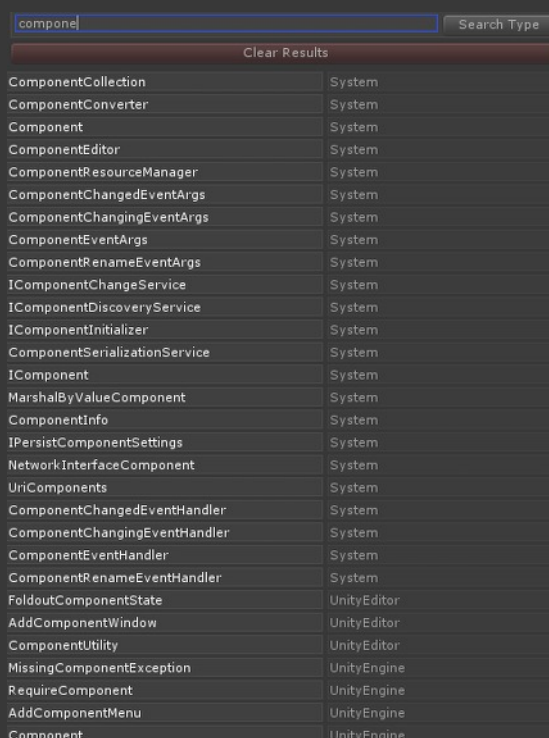
Let's take a look at the top of the window for a change...



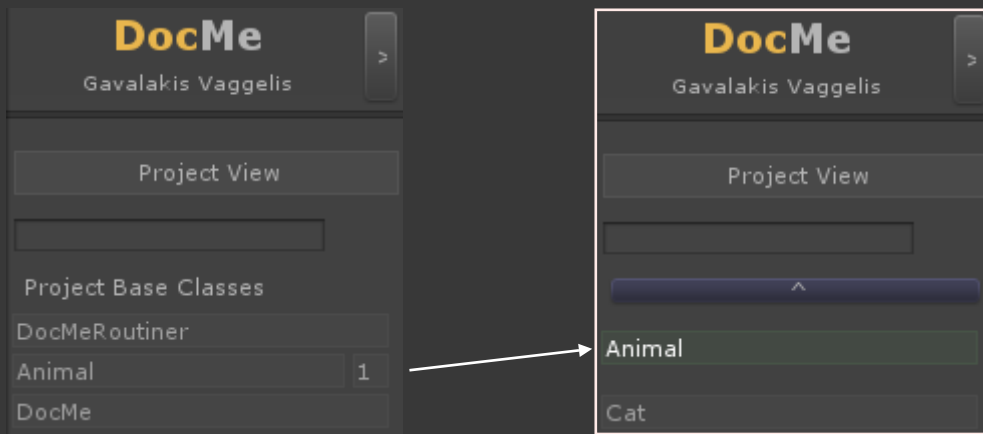
- Project Only** filters the shown members and shown inheritance for types that exist in your project only
- Declared Only** filters the shown members to show only the ones declared in the current viewing type
- Public Only** filters non public members
- Documented Only** filters any non-documented member
- Show Documentation** toggles documentation on and off
- Show Attributes** is a little bonus to show the attributes that the current type and it's members have

The horizontal buttons just bellow the filters shows the current type's base class hierarchy. Clicking on any, you can go to it.

At the very top is a search field for all loaded Types. When you write something and click “Search Type”, a list of Types will show along with the Assembly in which they live. Clicking any of those will send you to that type to inspect...



Project View



On the far right of the window there is a class based hierarchical view.

First of all clicking on the very top right button “>” will collapse the Project View that can be maximized again by the “<” that will appear at the right of the window.

At it’s top level, it lists all the base classes found in the project. If any class has derived children it will also show a button on it’s right which also reads the count. Clicking on any listed type will set the window to inspect that type, while clicking on the children button on the right will go one level inside the hierarchy.

At this level you can see the derived classes, as well as go back by the “^” button.

Last but not least, you can search for ANY script in the project regardless hierarchy from the text field at the top.

The window will also change to inspect the type of a script when you select it in the Unity’s Project Tab

— Documenting —

As been told Unity types will show with the official documentation but your own types can show the comments written in your source code. For this to happen there is but one little convention and that is that the comment must be written directly above the declaration line of the class, field, property or method and that's it...DocMe will show them!

By the way you can use tags for your comments if you will like for example ``, `<i>`, `<color>`, `<size>` as supported by Unity

At a later release it will also be possible to export your documented or not project in an html format

Thank you!

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